HDC-2900 HARD DISK CONTROLLER TECHNICAL MANUAL



TABLE OF CONTENTS

Section / Description	Page
1.0 General Description	.2 - 1 .3 - 1 .3 - 1 .3 - 1 .3 - 2
3.5 Single Drive Operation	
4.0 Typical Drive Strapping	
4.1 Memorex/Fujitsu MRX101/MRX102 5.0 Software Considerations	
5.1 I/O Port Addressing	
5.2 Status Port	
5.3 Control Port	
5.4 Register Select and I/O Ports	
5.4.1 Function Register	.5 - 5
5.4.2 Data Register	.5 - 6
5.4.3 Secondary Status Register	.5 - 6
5.4.4 Command Register	.5 - 7
5.5 PBDI-506 Board	
5.6 Disk Sectors	
5.7 Software Driver Examples	.5 - 12
5.7.1 Board Initialization	
5.7.2 Command Output	
5.7.3 Drive Recalibration	
5.7.4 Seek Cylinder	
5.7.5 Read and Write Sector	
6.0 Schematic Drawings	
7.0 Assembly Drawing	•7 - 1
8.0 Warranty	.8 - 1

1.0 General Description

The HDC-2900 Hard Disk Controller board is a unique product which was designed to control SA-4000 interface Winchester Hard Disks. The addition of different personality boards allows the controller to talk to other types of disk interfaces (SA-1000, ST-506, ANSI, and SMD) at the same time. This flexibility allows the user to update his disk capabilities at a later date. The HDC-2900 also allows the use of two sector sizes (256 or 512 bytes per sector). The HDC-2900 occupies four I/O address spaces leaving maximum memory space available to the user.

2.0 Specifications

Bus InterfaceProposed IEEE S-100 (696)	
Hard Disk InterfaceSA-4000 type interface	
Number of Hard Disks Supported2 (without personality boards)	
Sector Buffer Size1024x8 bits	
Interruptstwo software maskable interrupts strappable to VIO thru VI7	
Sector Buffer AccessData goes through a single I/O address	
Sector ID OverheadFour Bytes	
Software	
Expansion CapabilitiesST-506, SA-1000, ANSI, and SMD interfaces (Expanded through the use of Personality boards).	
Maximum Data Rate10 Megabits per second	
Power Requirements+8 volts at 1.6 amps max. (without personality boards)	
Temperature to 45 degrees Celsius	
Relative Humidity to 95% relative humidity non-condensating	
ShockFive G/10 millisecond shock	:
Vibration 2 to 50 Hertz, one inch double amplitude	
TestingFully tested and burned-in	

3.0 HDC-2900 Strapping Options

The following section describes the strapping options of the HDC-2900 Hard Disk Controller board.

3.1 Board I/O Address Strapping

The HDC-2900 is caple of being addressed at on any one of 64 locations in the I/O area. Jumpers E2 through E7 set the base address of the board. The board is usually set to a base address of OCO hex when used with Systems Group Software. Each E jumper represents an address bit on the S-100 bus. The address bit to E jumper coorelation is as follows:

Address Bit	Jumper
*******	*****
AD7	E7
AD6	E6
AD5	E 5
AD4	Εų
AD3	E3
AD2	E2

The addresses match when all the states of the E jumpers match the addresses coming in on the S-100 bus. Jumpering an E point means that when the address bit cooresponding to that jumper is an electrical low (less than .8 volts) for a match. For example; to jumper a HDC-2900 for a base I/O address of OCO hex, jumpers would be on E2, E3, E4, and E5.

3.2 Interrupt Strapping

The HDC-2900 has two software maskable interrupt sources. The seek complete and the operation done interrupts are maskable by setting bits in the control port (see section on software considerations). The seek complete interrupt may be strapped to vectored interrupt lines VIO, VI2, VI4 or VI6 on the S-100 bus. The operation done interrupt may be strapped to vectored interrupt lines VI1, VI3, VI5 or VI7. Systems Group software expects VI2 and VI3 to be strapped with the exception of OASIS systems which do not use interrupts.

Switch # 3

Position	On/Off	
*****	****	
1	On	÷
2	On	
3	Off	
4	Off	
5	Off	DS3
6	Off	DS2
7	Off	DS1
8	On	DS0

Switch # 4

Position	On/Off
1	0ff
2	Off
3	Off
4	Off
5	Off
6	Off
7	Off
8	Off

Switch # 5

Position	On/Off
*****	****
1	On
2	On
3	On
4	Off

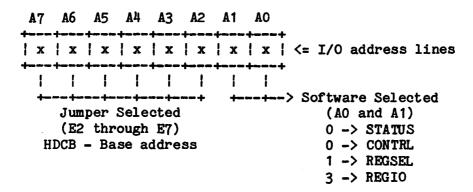
Jumper "S1" pins 1-2 for -5vdc supply.

5.0 SOFTWARE CONSIDERATIONS

This section breifly covers the programming of the HDC-2900. Detailing the I/O port definitions and provides an overall view of how the controller performs its functions. Examples of software drivers written in Z-80 code are at the end of this section.

5.1 I/O Port Addresses.

The HDC-2900 occupies 4 contiguous I/O port addresses that may begin on one of 64 boundries. The following figure designates which I/O address lines are hardware or software selected:



5.2 The Status Port Definition (STATUS, HDCB+0).

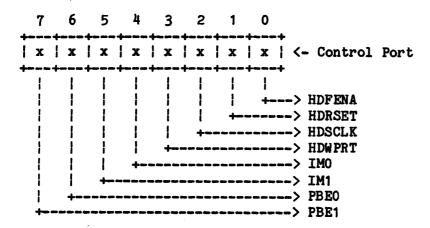
This port is Read Only and contains status on the condition of the on board state machine as well as the condition of the disk interface bus. The bits are defined as follows:

each time an index pulse is detected on the disk interface bus. It is used as a rotational signaling bit if revolutions of the disk need to be detected.

HDNBSY - Hard disk controller not busy. This bit goes high (1) when the controller's on-board state machine is ready to accept an input/output command to registers or ports other than the main status port (STATUS) or the control port (CONTRL). This bit should be tested before any other board operation.

5.3 The Control Port Definition (CONTRL, HDCB+0).

The control port is Write Only and gives the programmer control over the current state of the controller. Although this port is latched on the controller board, it cannot be read, requiring an image to be maintained of this port in the software. The port contains the following control bits:

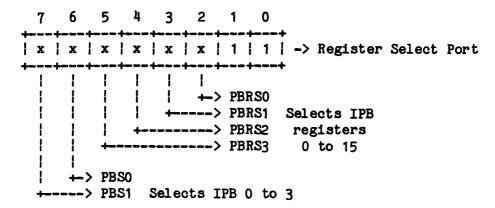


HDFENA - Hard disk function enable. This bit must be set high (1) for the controller to latch in changes to the function register (FUNTCN). When this bit is low (0), all writes to the function register are ignored.

HDRSET - Hard disk reset. This bit is set high for normal operation of the controller. Strobing this bit first low (0), then high (1) performs a hardware reset of the board, much the same as the external reset line on the S100 bus.

HDSCLK - Hard disk controller clock select. This bit is set low for the controller to operate from the S100 clock input or set high for the controller to operate from the disk interface bus clock. Because the clock on the disk interface bus is multiplexed, it is available only if a drive is selected and ready for operation. Data operations are performed best when the controller is operating from the disk interface bus clock. Therefore the controller should only be switched to the disk interface bus clock just prior to a read or write operation, and only if

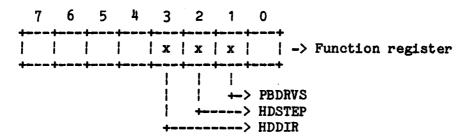
When HDC registers are selected, bits 2 through 7 have no meaning. When IPLSEL condition is selected (bits 2 through 7 are defined as follows:



The paddle board select bits (PBSO, PBS1) select one of the four possible IPB's connected to the controller, while the paddle board register select bits (PBRSO - PBRS3) select one of the sixteen possible registers on each possible IPB. This allows the selection of up to 64 offboard registers.

5.4.1 FUNCTN - Function register.

This register is write only and gives the programming controll over drive selection and drive interface step functions. Two drives attached to the HDC-2900 locally or eight (8) drives attached to IPB's externally may be selected through this port. For drives attached to the HDC-2900 only, this register contains four (4) bits for head selecting. The layout of the register is as follows:

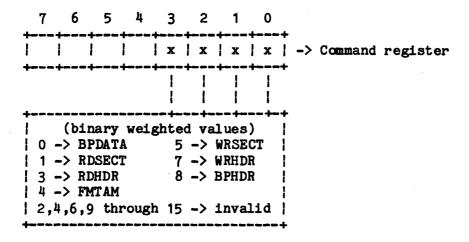


PBDRVS - Paddle board drive select. When this bit is set high (1), drive and head select operations are performed through an IPB register (see below). Drives connected to IPB's are usually not SA-4000 type drives. When this bit is set low (0), SA-4000 type drive and head select operations are performed through this register as follows:

IPBA - Interface personallity board acknowledge. This bit goes high (0) if the selected IPB is connected to the controller, otherwise it remains low (1). This bit is useful for determining whether a particular type drive may be supported by the controller.

5.4.4 COMMD - Controller command register.

This write only register holds the current command for the controller to perform. Before this register may be written, the HDNBSY bit in the main status port (STATUS) must be high (1). Valid commands to the register are as follows:



BPDATA - Buffer pointer to data area. This command sets the on-board buffer pointer to the data area. Data transfered though the data register will begin at this buffer. See the note below.

RDSECT - Read a sector. This command instructs the controller to read the sector currently described in it's header buffer. The header buffer must be setup before this command is issued. The HDCCMP bit in the main status port (STATUS) will be set high (1) after the completion of this command. Further bits are tested in the STATUS port and STATE register to determine the success of the read a sector command.

RDHDR - Read a header. This command instructs the controller to read the header from the next encountered ID field on the disk. The HDCCMP bit in the main status port (STATUS) will be set high (1) after the completion of this command. If 16 revolutions of the disk occur and a valid ID field has not been found, the controller terminates the command and sets the HDTOUT bit in the main status port.

FMTAM - Format Address Marks. This is a special command that instructs the controller to write continuous blank data onto the disk. It is only used with ST-506 and SA-1000 type drives which use address marks on the disk to determine sector boundries. In formatting these types of drives,

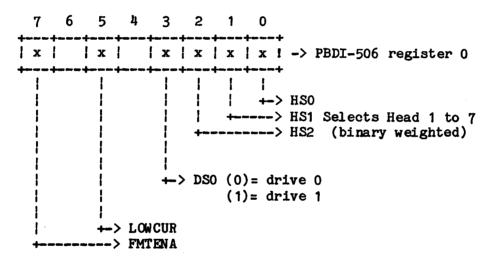
5.5 The ST506 Interface Personallity Borad (PBDI-506).

This IPB allows the use of hard disk drives with the ST506 type of interface. Currently only one (1) register is defined for this IPB. To select the register on this IPB through the controller, use the following values for the two personallity board select lines.

	7		6		5		4		3		2		1		0					
+-		+-		+		-+-		-+-		-+-		-+-		-+-		-+				
1	1	1	0	1	0	!	0	ł	0	!	0	1	1	ļ	1	1	->	Register	Select	Port

If this IPB is presently attached to the controller, the IPBACK bit in the STATB register go high (1) after the selection.

The one register located on the BPDI-506 is defined as follows:



LOWCUR - Low current enable. This bit set high (1) to enable the low current write logic on the BPDI-506 interface board. When Drives requiring low current writes are used, this bit must be high on all cylinders requiring low current writes.

FMTENA - Format drive enable. This bit is normally set to the low (0) state, but just prior to the write header command, must be set high (1), and one complete revolution of the disk must occure. FMTENA functionally switches the detection of ID address marks from the hard disk (normal operation) to counter derived marks so that the formatting of headers may be performed.

revolutions of the disk occure and the controller cannot match the header on the disk with the header in the buffer, then the HDTOUT and HDCCMP bit are both set in STATUS. The HDCRC bit in STATB will also be set if a CRC error was encountered in reading the ID field. No data will be transfered unless a header match occures without a CRC error.

5.7.1 Board Initialization.

The following routine is an example of initializing the HDC-2900.

```
A, (CLIMG)
LD
                        ; image of control port
RES
        HDRSET, A
                        ; lower reset line
OUT
        (CONTRL), A
                       ; send it to reset
SET
                        ; raise reset line
        HDRSET, A
OUT
        (CONTRL), A
                       ; send again to clear
CALL
        WINBSY
                       ; test controller busy
LD
        A, (RSIMG)
                       ; image of reg sel port
OR
        FUNCTN
                        ; set function reg select
OUT
        (REGSEL), A
                       ; send select code
LD
        A, (FLIMG)
                       : image of function reg
OUT
        (REGIO),A
                        ; and send to reg
```

5.7.2 Command output.

The following subroutine shows how the controller should be tested before an operation is sent to the command register (COMMD). The command is assumed to be in the A register.

CMDOUT:

```
PUSH
                                ; save command
                AF
        CALL
               WINBSY
                                ; test controller busy
                               ; image of reg sel port
       LD
                A, (RSIMG)
       OR
                COMMD
                                : add COMMD sel code
       OUT
                (REGSEL), A
                                : send it
                                ; restore command
        POP
                AF
       OUT
                (REGIO), A
                                ; send command register
       RET
                                ; done
; The wait not busy routine will test the not busy bit in ; the main
status port and loop untill the controller is ; ready. ; WTNBSY:
        IN
                A, (STATUS)
                                ; read main status
       BIT
               HDNBSY.A
                                ; test not busy bit
        JR
               Z, WTNBSY
                               ; if busy, loop
       RET
                                ; done
```

SKWAIT:

```
IN A,(STATUS) ; get main status
BIT HDSCMP,A ; seek done?

JR Z,SKWAIT ; if not, wait in loop
RET ; done
```

The following subroutine waits for one complete revolution of the hard disk to issure that heads are settled after a seek type of operation.

SETTLE:

```
LD
               B,1 SHL HDINDX ; mask for index bit
       IN
                A, (STATUS)
                                ; get main status
       AND
               В
                                : mask out index
       LD
                C, A
                                ; and save it
STL.1: IN
                A, (STATUS)
                                ; get status
                                ; mask out index
        AND
               В
       CP
                C
                                : index detected?
       JR
                Z.STL.1
                                ; if not, wait in loop
STL.2: IN
                A, (STATUS)
                                ; get status
       AND
               В
                                : mask out index
       CP
                                : index detected?
       JR
               NZ,STL.2
                                ; if not, wait in loop
       RET
                                ; done
```

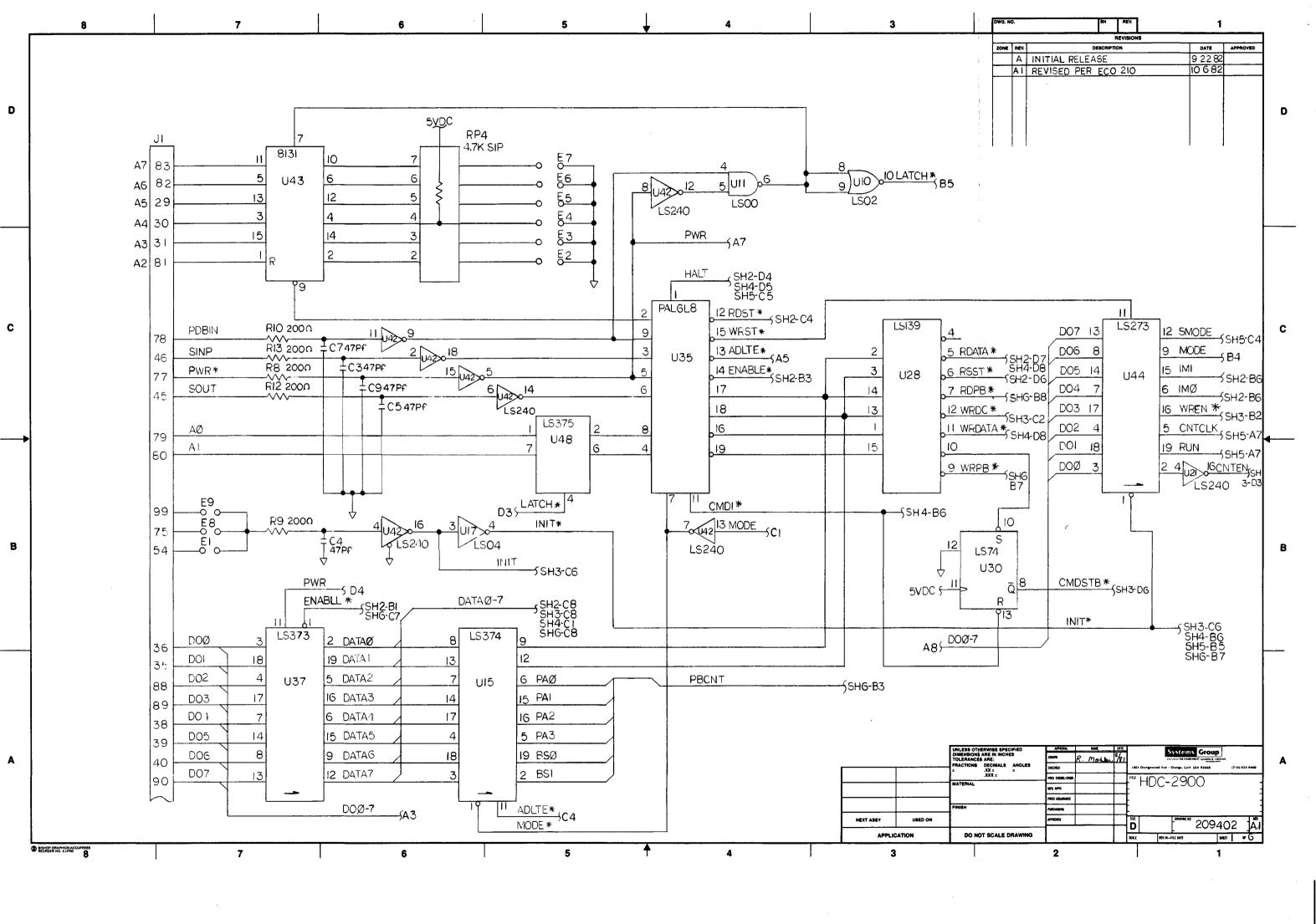
5.7.4 Seek Cylinder.

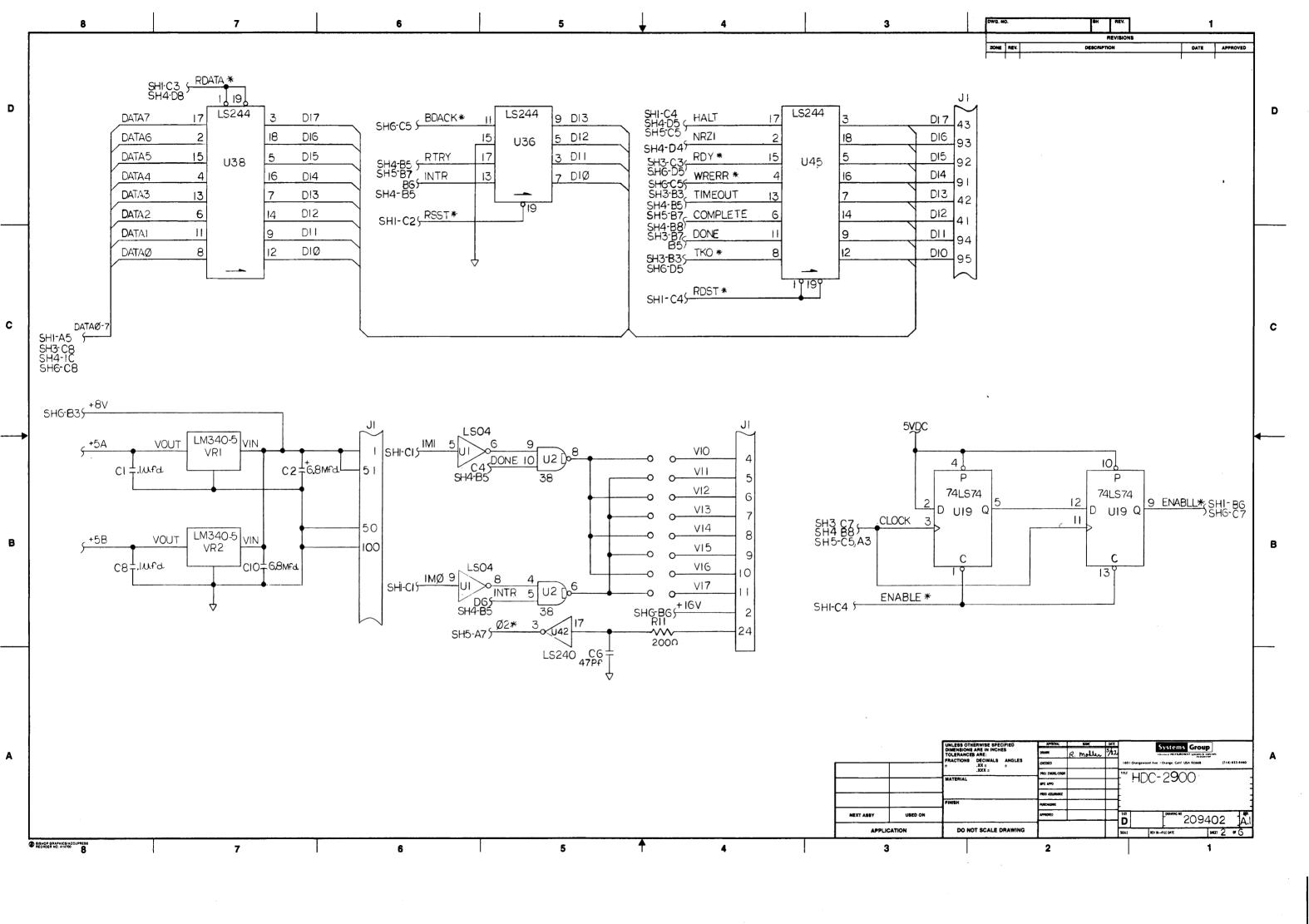
The following subroutine is an example of seeking to a cylinder. It is assumed that the controller is initialized, a drive has been selected and tested to be ready for operations, and has also been recalibrated to issure that the present cylinder number is known. Two subroutines from the recalibrate subroutine (SKWAIT and SETTLE) are called by this subroutine.

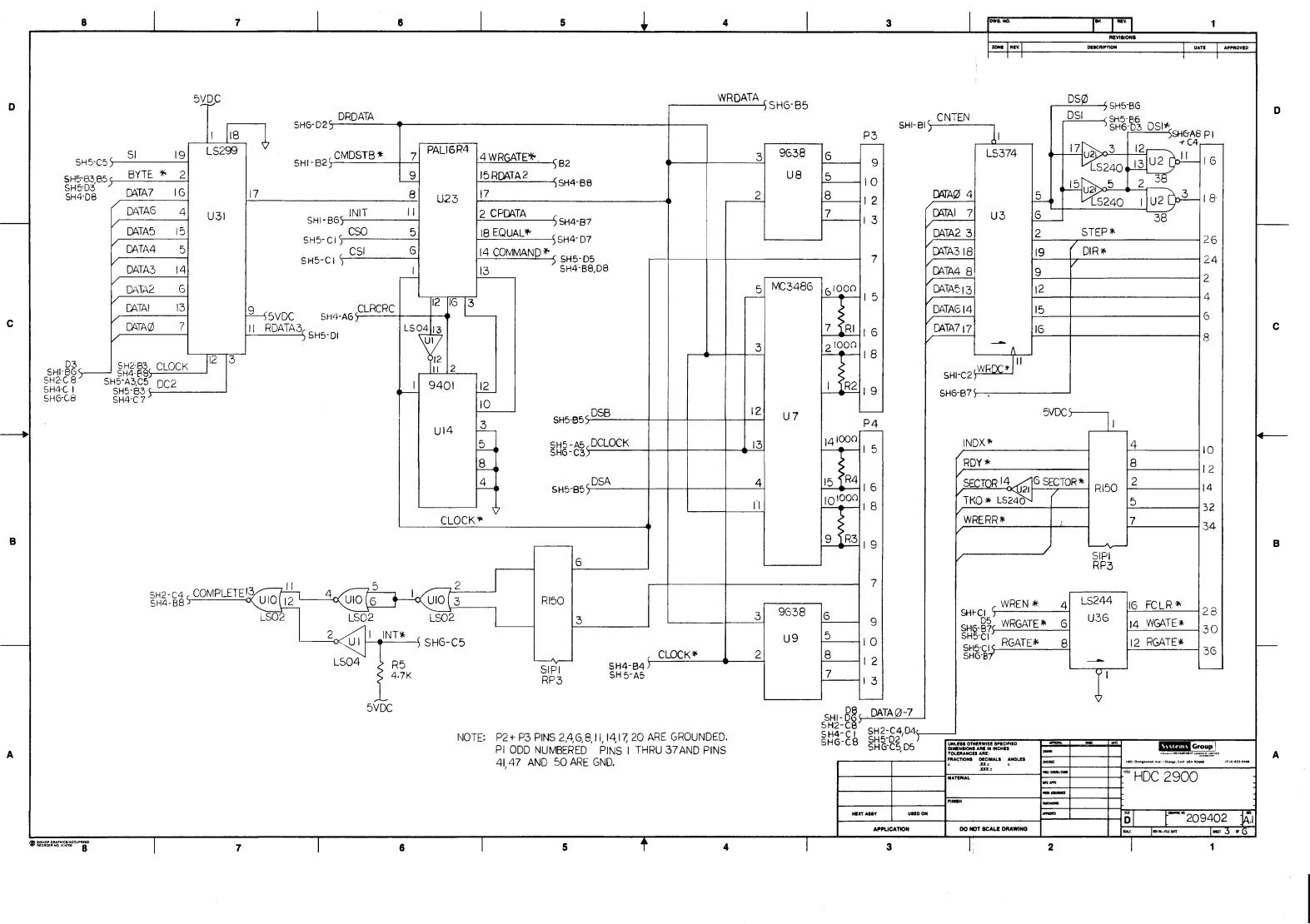
The new cylinder number is assumed to be in the DE register pair.

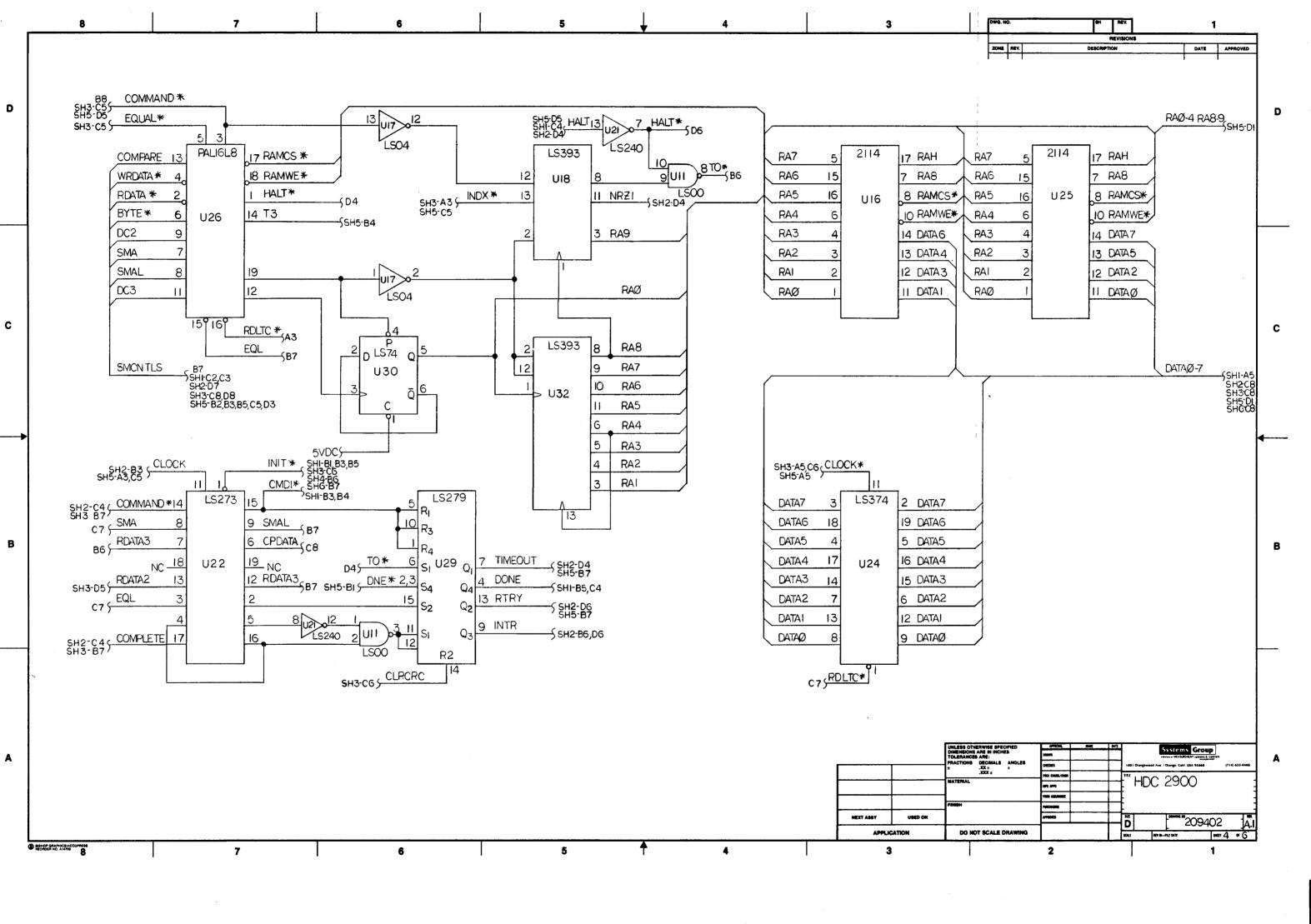
SEEK:

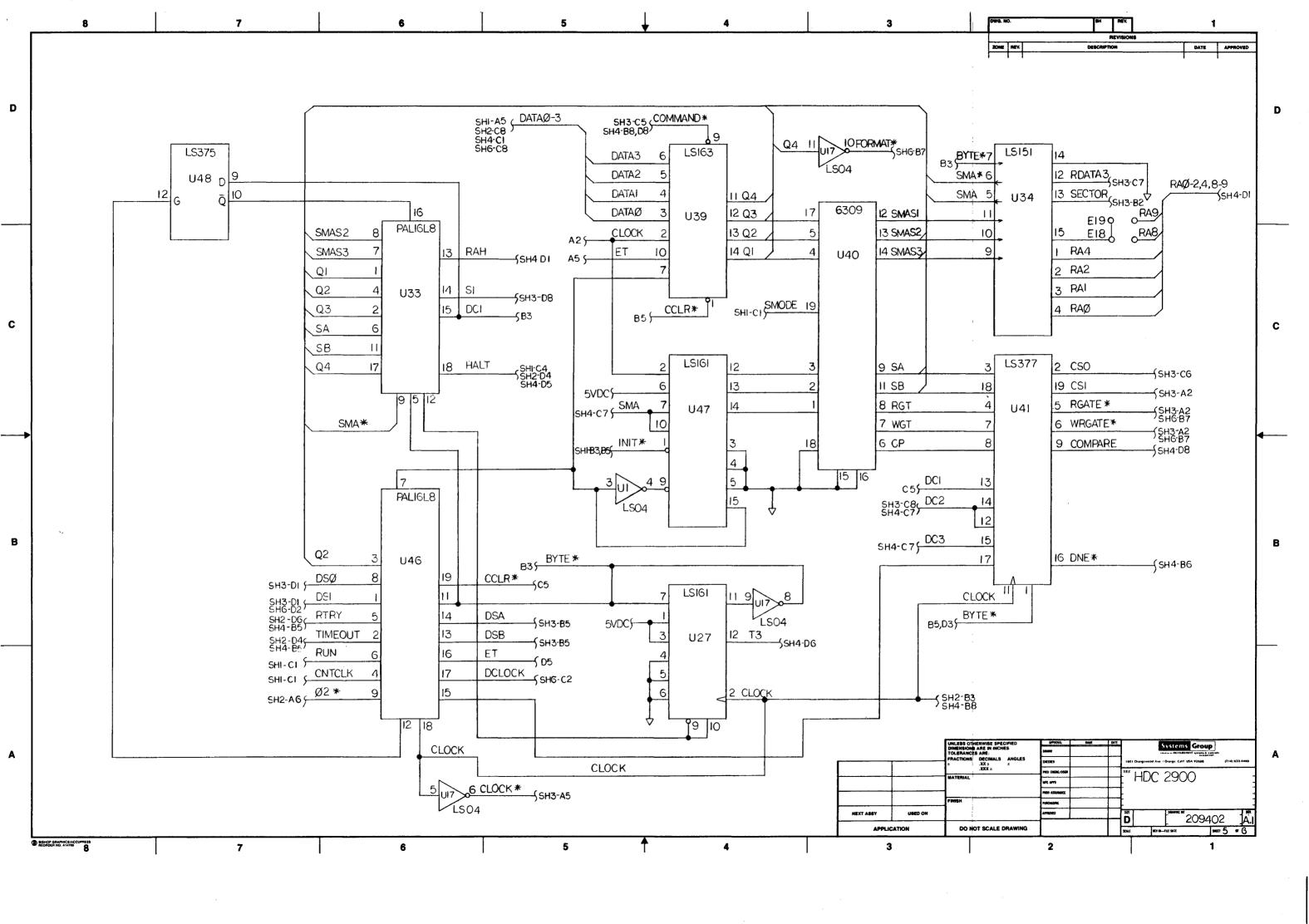
	CALL	CMDOUT	; send to HDC
	CALL	WINBSY	; test controller busy
	LD	A, (RSIMG)	; image of reg sel port
	OR	DATA	; data reg sel code
			•
	OUT	(REGSEL),A	; send it
	LD	C, REGIO	; for indirect addressing
	IN	A,(C)	; 2 dummy reads to
	IN	A,(C)	; sync up pointer
	LD	B,0	; init INIR count reg
	INIR	•	
	INIR		; move 512 bytes
	RET		: done
	ne1		, done
WRITE:			
	LD	A,BPDATA	; point data buffer command
	CALL	CMDOUT	; send to controller
	CALL	WINBSY	; test controller busy
	LD	A,(RSIMG)	; image of reg sel port
	OR	DATA	; data reg sel code
	OUT		; send it
		(REGSEL), A	· ·
•	LD	C, REGIO	; for indirect addressing
	LD	B,0	; init OTIR count reg
	OTIR		
	OTIR		; move 512 bytes
	LD	A, WRSECT	; get HDC command
	CALL	RW	; use common code
	RET	•	; done
RW:			
200 0	PUSH	AF	; save HDC RW command
	LD	A,BPHDR	; point header buffer command
	CALL	CMDOUT	; send to controller
	CALL	WINBSY	; test controller busy
	LD	A,(RSIMG)	; image of reg sel port
	OR	DA TA	; data reg sel code
	OUT	(REGSEL),A	; send it
	LD	C, REGIO	; for indirect addressing
	LD	HL, HDRIMG	; address of header image
	LD	B,4	; length of header
	OTIR	דיני	; send to buffer
		1 (OT TWO)	
	LD	A,(CLIMG)	; image of control latch
	SET	HDSCLK, A	; set to use disk clock
	SET	HDW PRT, A	; clear drive write protect
	OUT	(CONTRL),A	; send value
		AF	; restore HDC RW command
	POP	494	
			: and send command
RW.1:	POP CALL	CMDOUT	; and send command
RW.1:	CALL	CMDOUT	•
RW.1:	CALL IN	CMDOUT A,(STATUS)	; get main status
RW.1:	CALL IN BIT	CMDOUT A,(STATUS) HDCCMP,A	; get main status ; RW complete?
RW.1:	CALL IN	CMDOUT A,(STATUS)	; get main status

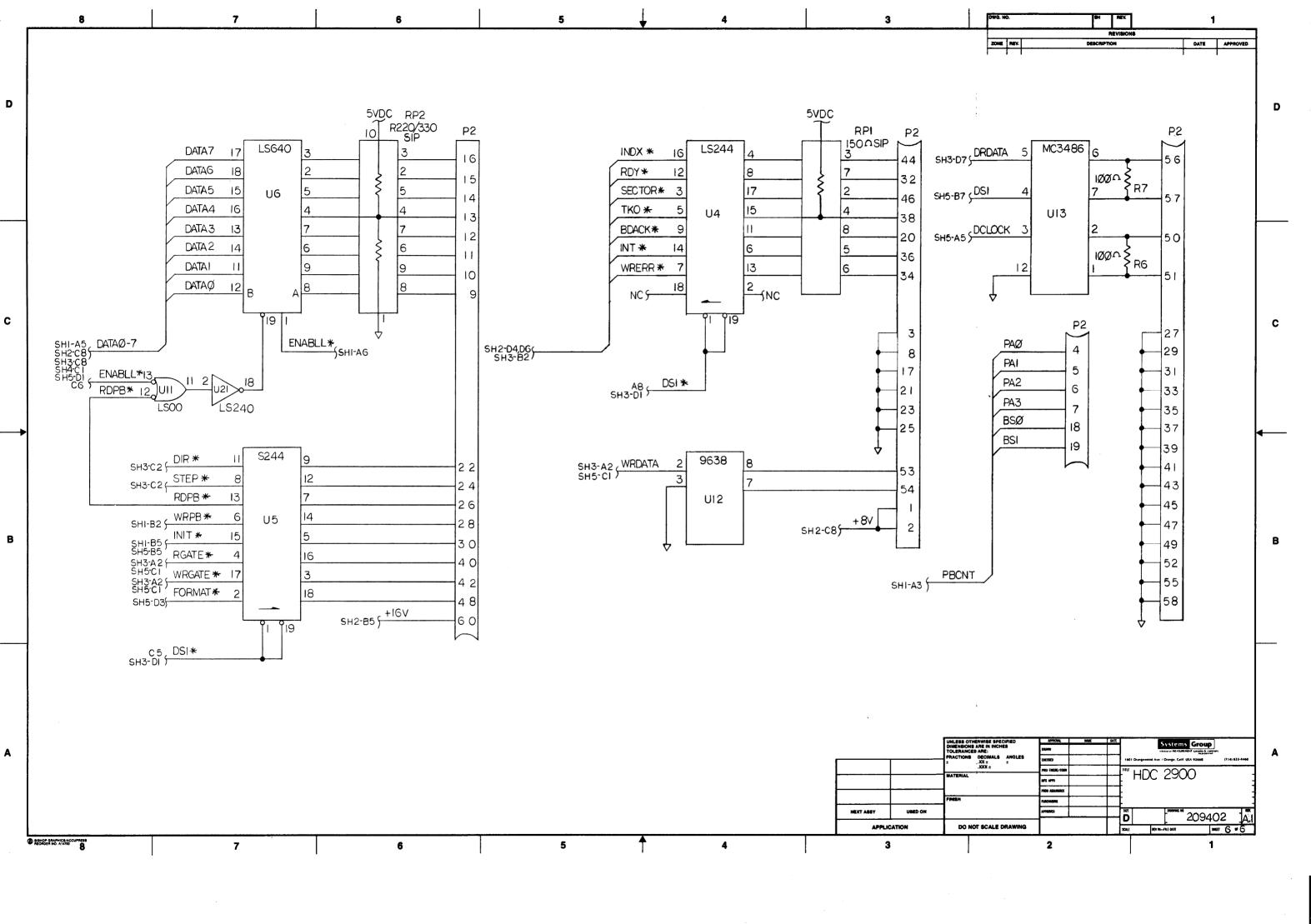












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HDC-2900 Hard Disk Controller

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